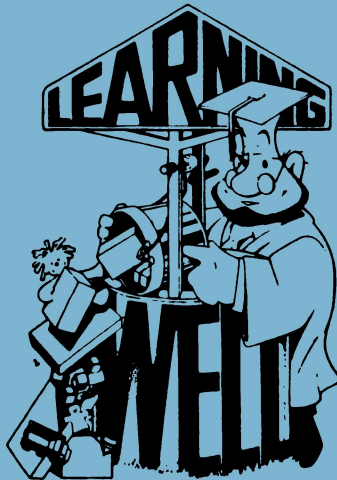


CAUSE AND EFFECT MOUNTAIN CLIMBING

BY LEARNING WELL™

BLUE LEVEL EDITION



COMPUTER ADAPTATION—METHODS & SOLUTIONS, INC.

CAUSE AND EFFECT

COMPREHENSION OBJECTIVE: The student will be able to read a paragraph and determine either: the CAUSE of a given occurrence or the EFFECT of a given occurrence.

COMPREHENSION GAMES KIT: This Blue Level Edition has been written on a third-fifth grade reading level, with Story Cards ranging from 3.5-5.0. The format, however, is designed to appeal to any age level up through adult basic education. Word lists from the most popular basal texts were consulted and readability formulas used. This game focuses on the skill of CAUSE AND EFFECT. It was developed to meet the apparent need for reinforcement materials in comprehension skills, making use of the game approach.

BACKGROUND: "CAUSE AND EFFECT" was developed by David Savitsky, M.S., Ferkauf School of Education. A professional educator, he has developed many innovative materials. This game represents the work of many individuals on Learning Well™ and Methods & Solutions staff. Special recognition is due to Kathy Zahler, M.S., University of Chicago, who was involved in many aspects of the traditional game and in the writing of story cards.

GAME KIT CONTENTS:

- . One Computer Program Diskette
- . Instruction Booklet
- . Storage Box

COMPUTER REQUIREMENTS:

Apple II*, Apple II Plus*, Apple IIe* or Apple Compatible Computer

- . One Apple Disk II™ Drive
- . 48K of Memory
- . One Video Monitor (Color Desirable)
- . One Game Diskette

GAME INSTRUCTIONS: The object of the game is to be the first player to reach the top of the mountain.

STEP ONE: Enter Names

The computer prompts: "TYPE YOUR NAME". Each player types in his or her name and then presses the "RETURN" key.

STEP TWO: Start the Game

The game starts when all six names have been entered or the "RETURN" key is pressed without a name.

STEP THREE: Each Turn-The Computer

The computer keeps track of whose turn it is, who goes first, and spins the spinner for each player.

STEP FOUR: Each Turn-The Player

Each player moves up the mountain by pressing the "RETURN" key. The player moves one space at a time until the number on the spinner is completely used. The flashing dot indicates the next move. If the player does not want to go in the direction of the flashing dot, he must press the arrow ("→") key until the flashing dot is in the direction he wishes to move.

Only one player may occupy a space at a time. If a player lands on an occupied space the words "EXTRA MOVE" appear. This player may advance to the next space by pressing the "RETURN" key.

STEP FIVE: Story Spaces

Along the trail up the mountain, there are "STORY SPACES". They are shaped like tents. When a player lands on a story space, a paragraph is displayed. The player reads the paragraph carefully. After reading the question that

follows the paragraph, the player chooses the sentence which best answers the question. The player then types the letter that is next to the answer of his choice. If the player answers correctly, he is awarded an extra space. The player must press the "RETURN" key to move the extra space. If the player answers incorrectly he must stay where he is and the next player proceeds with the game.

STEP SIX: Pick Spaces

Along the path there are spaces that look like pick axes. When landing on these spaces, the player is shown a screen giving a cause and effect in the form of a direction. If the direction is to move backward, the computer moves the playing piece backward the number of spaces directed. If the direction is to advance spaces, the player must move his own playing piece by pressing the "RETURN" key. The computer allows the player to advance his own man, since a trail change is possible. However, the computer does automatically advance the player when he is directed to move to the next camp.

STEP SEVEN: Win

The game continues until the first player reaches the top of the mountain. This player is the winner. The winner is congratulated with music and a message.

STEP EIGHT: The End

Once the winner is congratulated, all of the scores for the players in this game are displayed. These scores show how each player performed while answering the paragraphs. The computer prompts: "DO YOU WANT A LIST OF HOW EACH PLAYER DID SINCE THE COMPUTER WAS TURNED ON?" A "YES" response combines and lists all the scores earned from the games played.

STEP NINE: Score Printing

The computer prompts: "DO YOU WANT THE LIST PRINTED?" (You may only have a list printed if you have a printer attached to your computer). If you respond "YES", the computer will ask for the slot number that the printer interface board is in. The normal reply is "1". Now the computer will calculate and list all scores on the printer or on the video screen. Scores listed on the printer or on the video screen resemble the score table listed below.

NAME	RIGHT ANSWERS	TOTAL ANSWERS	PERCENT RIGHT
David Bliss	6	6	100%
Steve Jones	5	5	100%
Mary Stover	5	8	62%
Christopher K.	4	6	66%
Elaine Smith	5	7	71%

STEP TEN: Replay

You may have the same players or different ones replay the game by responding "YES" to the computer's prompt: "DO YOU WANT TO PLAY AGAIN?" If you respond "NO", wait to see that the red light indicator on disk drive one is "OFF". Gently open the disk door and remove the game diskette; replace it in its original paper sleeve and return the diskette to the storage box along with this instruction booklet.

HELPFUL HINTS:

The player's current position is marked by the player's man, not the flashing dot.

When a player is awarded an extra space or spaces, he moves his own playing piece. This manual movement enables him to pick his own path up the mountain. The exception is camps. The computer automatically moves players to the next camp.

The flashing dot may not indicate the direction you want to go; use the arrow ("→") key to position yourself before pressing the "RETURN" key.

PROCEDURE FOR USING THE GAME:

Insert the game diskette into Disk Drive One. Turn the power switch to the computer to "ON". The game will automatically begin in approximately 30 seconds. You will see "J" symbols appear on the screen, while the program is loading.

NOTE:

If your computer does not have the Autostart Rom, the Language System or the Applesoft Firmware Card; you will see a screen full of random characters with a flashing box and asterisk in the bottom left corner. Follow this procedure:

1. Press the "RESET" key (or the "RESET" key while pressing the "CTRL" key.)
2. Type in a "6" (assuming your disk controller interface card is in slot 6.)
If not, then type your interface number.
3. Press the "CTRL" key while pressing the "P" key.
4. Press the "RETURN" key.
If an asterisk is not in the bottom left corner, simply type "PR#6".

You are looking at the game introduction screen: to proceed with the game, press any character key on the keyboard and follow the game instructions. Once any character key is pressed: the computer asks "DO YOU WANT INSTRUCTIONS?" You respond by typing "YES" or "NO" to this question. If you respond "YES", the computer lists the game instructions on the screen. If you respond "NO", the word "SHUFFLING" appears as the computer shuffles the Story Card Deck used in the game. This takes approximately 20 seconds.

If you are using an Apple IIe® the CAPS LOCK key must be in its down (on) position.

TO THE TEACHER

This game was designed as an enrichment tool to help students improve their reading comprehension skills. It was developed to meet the apparent need for reinforcement material in comprehension skills, employing a game approach. For many years it was used successfully in a traditional format before being modified for use with a micro computer.

With this effective computer game, students are motivated to develop their comprehension skills in an enjoyable manner and apply these skills on an automatic basis.

The major goals of the game are:

- .To offer students a positive and enjoyable reading experience.
- .To reinforce comprehension, thinking and vocabulary skills.
- .To provide extra help for students whose vocabulary skills are deficient.
- .To enrich regular classroom studies.
- .To provide drill without boredom.
- .To stimulate and challenge fast learners.

The game is a self-contained unit of instruction with the following features:

1. Clear and attractive graphics.
2. A game-approach format.
3. A random selection of reading material on a specific level.
4. Instant availability of the correct answer to the players.
5. A summary of the students' performance.

The teacher can utilize this game in an informal teaching situation or as an independent small group activity. The teacher should feel free to modify these materials to meet a variety of classroom needs.

Before being introduced to the game, it is important that the teacher familiarize students with the computer, its various components and how each works. The game is produced on a magnetically coated plastic disk placed in a square plastic cover. Students should learn that diskette handling requires care to insure maximum reliable life. They should protect the diskette from dust by replacing it in its original paper sleeve after use. Students should always remember not to bend, staple, fold or mutilate the diskette in any way. They should always keep it at least 6-9 inches away from magnetic fields and avoid exposure of the diskette to extremes in temperature.

The directions for the game are printed in this booklet. They are also available on the diskette for the students to read before beginning to play. An initial, oral presentation by the teacher might also be helpful.

A summary of the students' performance appears at the end of the game. It allows the teacher to quickly diagnose which students need more instruction in this reading comprehension skill.

Warranty

The program is sold "AS IS," without warranty either express or implied as to its specific usage or performance. The user, not the manufacturer, distributor or retailer, assumes all cost of any necessary service or repair.

Learning Well™, however, warrants that the medium on which the software program is recorded will be free from defects in material and faulty workmanship, under normal use. If your disk should fail within 90 days from the date of purchase, return it along with a copy of your sales receipt directly to Learning Well™ for a free replacement. If your disk should fail after the 90 day period, but within 1 year from the purchase date, you may return the failed disk along with \$10 plus \$1.75 postage and handling, and we will replace the disk. This warranty applies to the original purchaser. The original purchaser must fill in the required information and return the enclosed warranty card. Learning Well™ will replace or repair the medium at their option. If Learning Well™ deems that the medium failure resulted from abuse, accident or error in application, then Learning Well™ has no responsibility to replace or repair under the terms of this warranty.

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